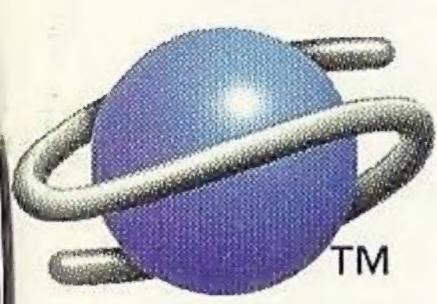


A SEGA EXCLUSIVE

Steep Slope Sliders™



TM
®
Z
Y
R
A
T
U
G
A
D
E
S
E
G
A



TM
SEGA
SPORTS

KIDS TO ADULTS



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by SEGA for home play on the Sega Saturn System only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

VISIT SEGA'S INTERNET SITES



web site: <http://www.sega.com>
email: webmaster@sega.com
CompuServe: GO SEGA

STRATEGY GUIDES

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



**Learn SEGA game secrets
from the masters. Call Now.**

U.S.: 1-900-200-SEGA \$0.95/min (recorded), \$1.50/min (live)

Must be 18 or have parental permission.

TDD Phone required. Sega of America

Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

Contents

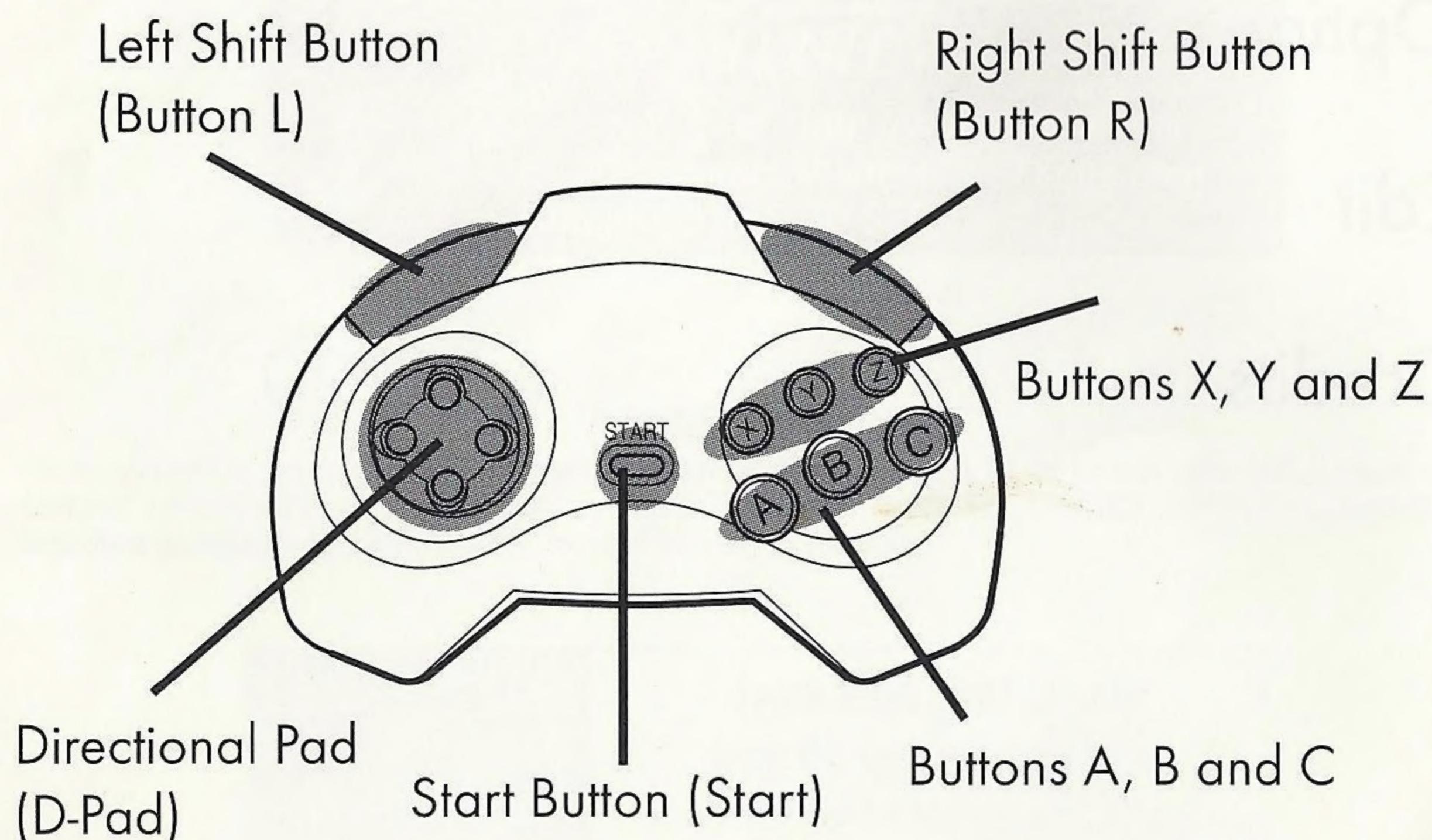
Take Control!	2
Getting Started	3
Meet The Team	6
Tricks	7
Screen Info	8
Course Guide	9
Saving Data	12
Options	13
Edit	15
Credits	20

Take Control!

The following section describes the *Steep Slope Sliders™* default control configuration.

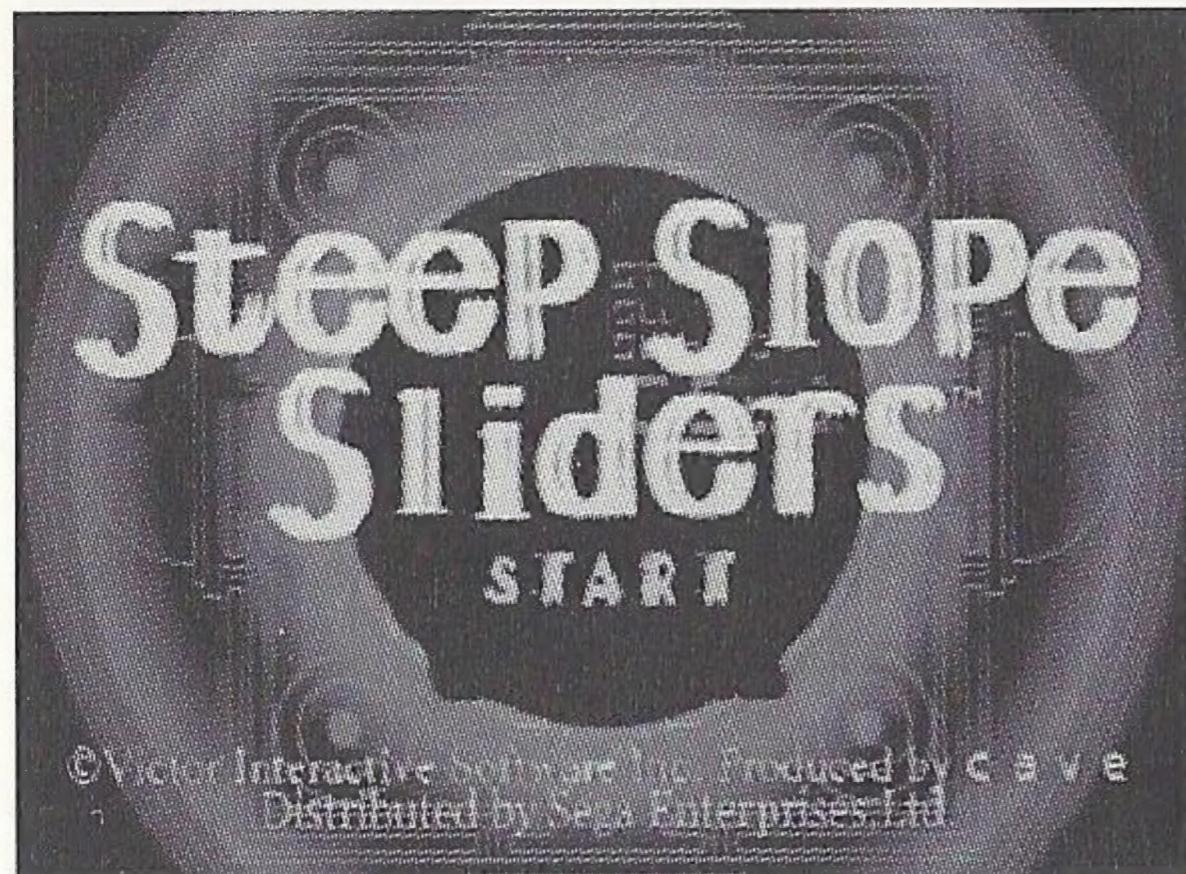
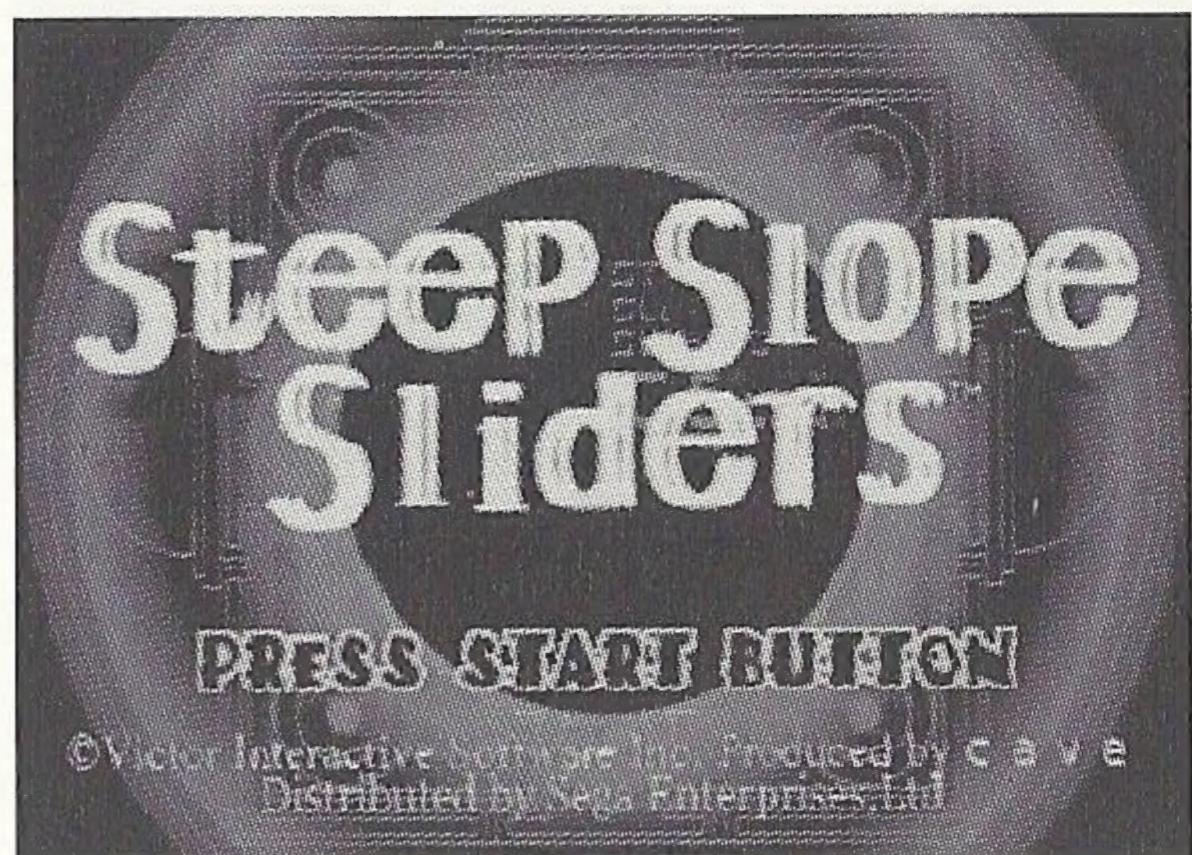
Sega Saturn Control Pad™

Button	Pre-game	During Play
Start	Confirms selection	Pause
D-Pad	Highlights selection	Carving turn
Button A	Confirms selection	Jump
Button B	Cancels selection	Grab board
Button C	Confirms selection	Midair 'flip'
Button X	No function	No function
Button Y	Replay Edit (p15)	No function
Button Z	Replay Edit (p15)	Up + Z removes and replaces screen info.
Button L	Moves cursor left	Drift turn/Spin (midair)
Button R	Moves cursor right	Drift turn/Spin (midair)



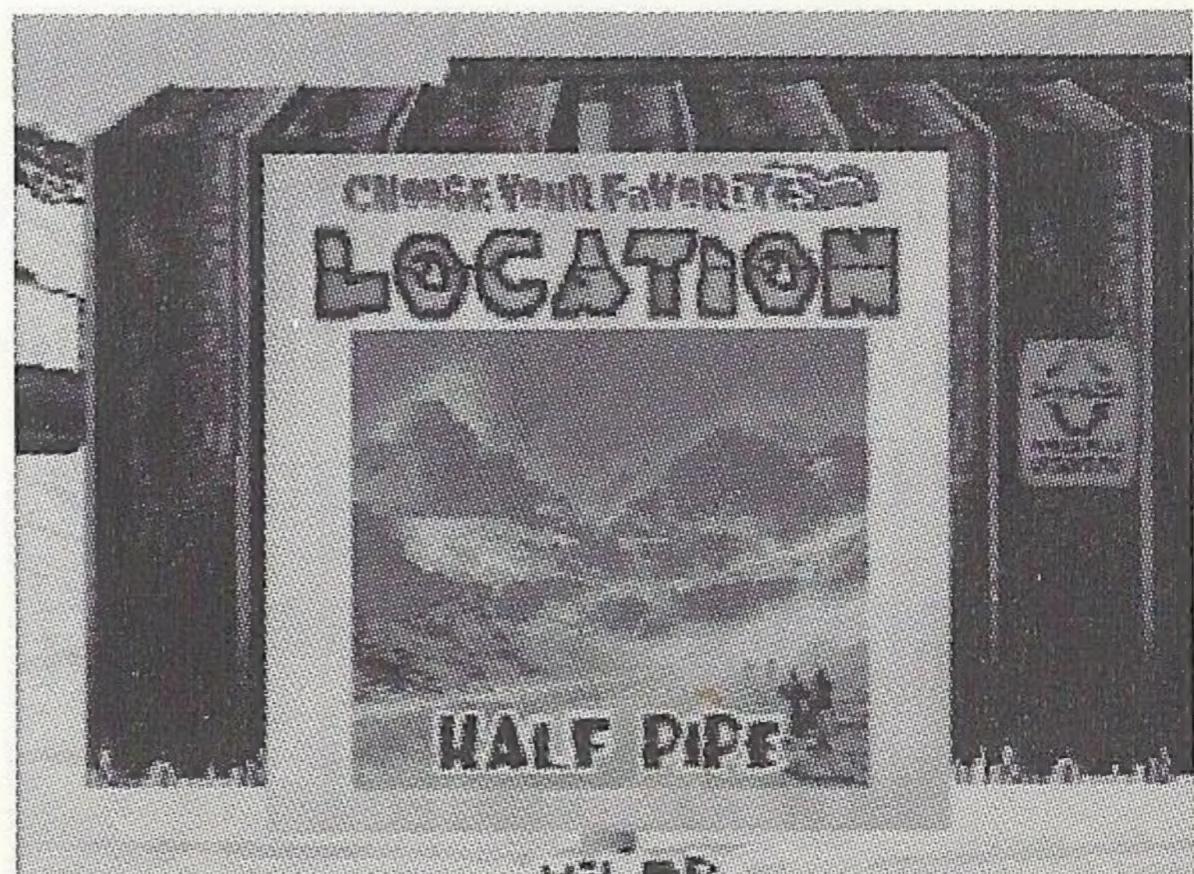
Getting Started

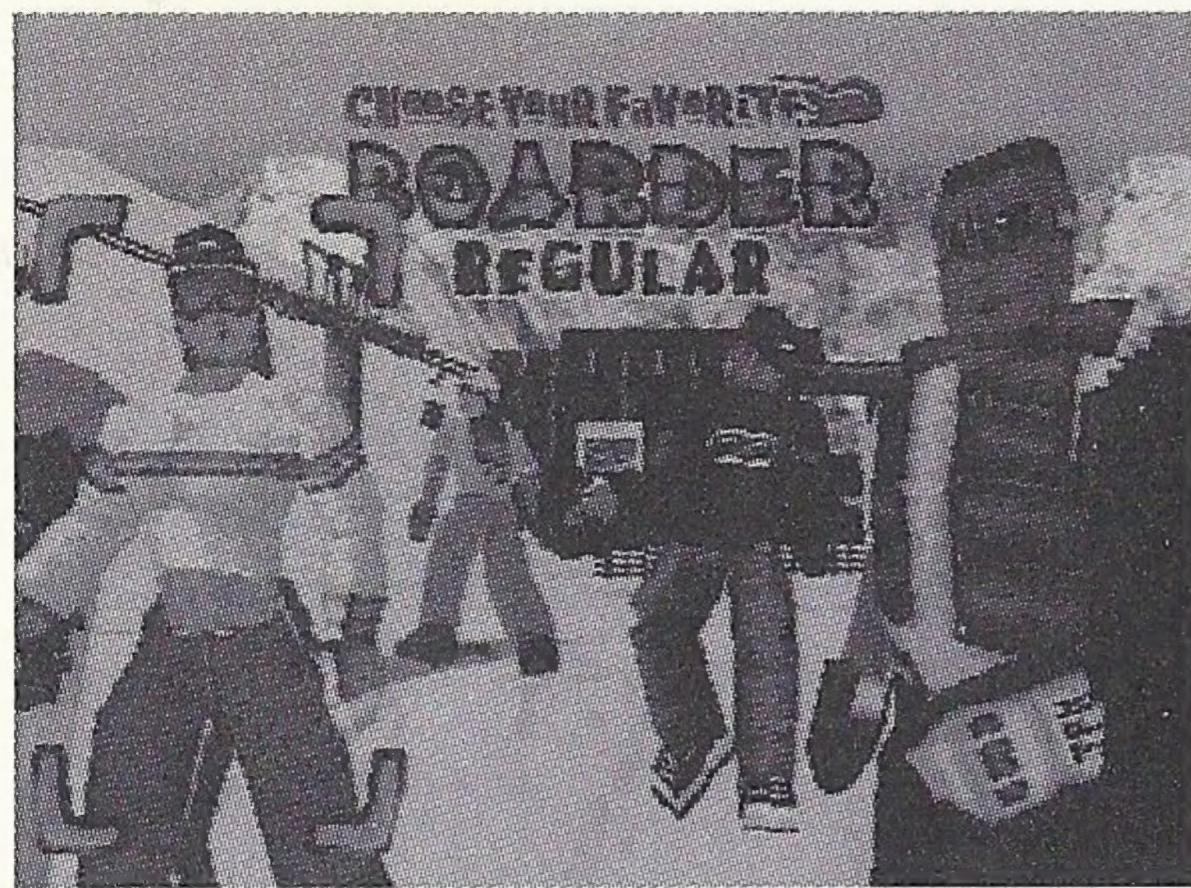
After the Sega, Victor Interactive Software Inc. and Cave logos appear, a demo sequence begins. Press Button A, B, C or Start to exit the demo and bring up the Title Screen.



Press Start to bring up the Main Menu. Press the D-Pad up or down to highlight START or OPTIONS (see page 13), and select by pressing Button A or C.

Having chosen START from the Main Menu, press the D-Pad left or right to display the courses (see pages 9-11) and press Button A or C to select a course.





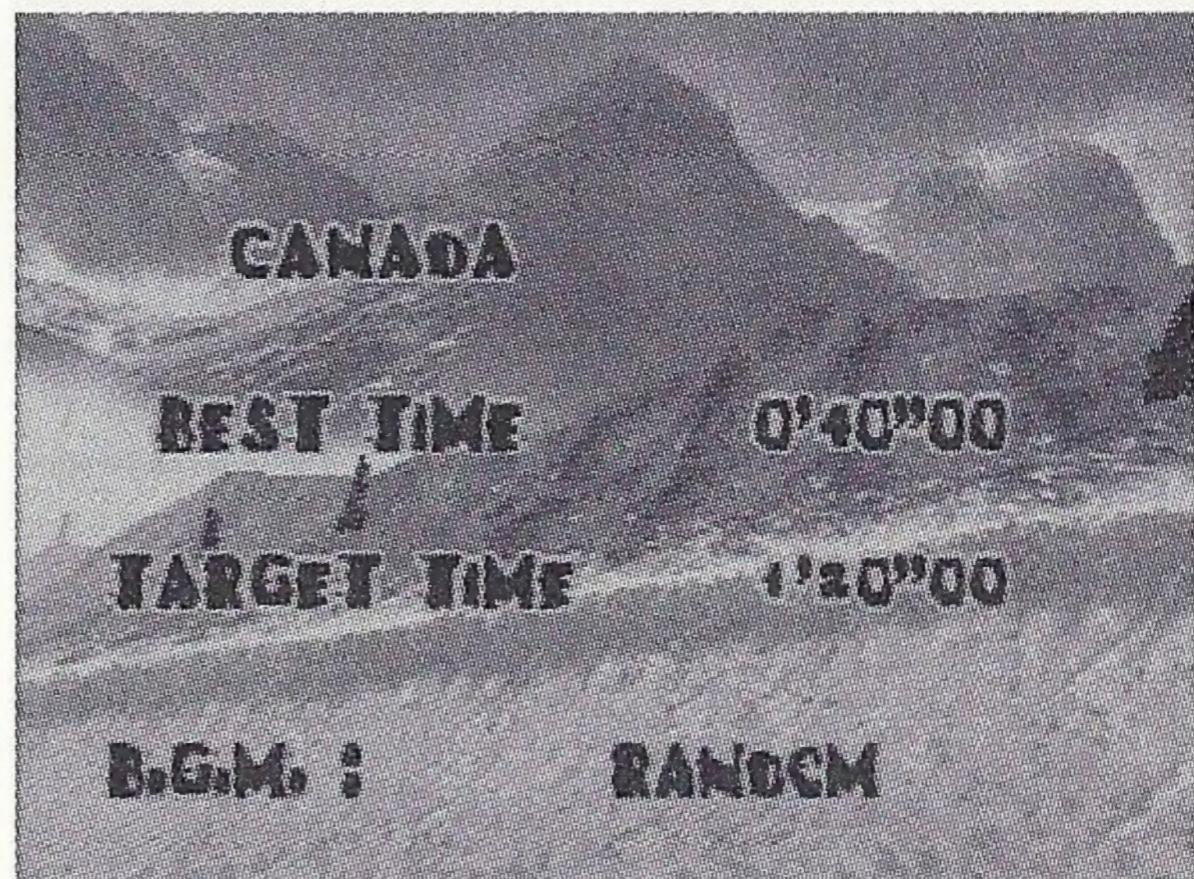
Next, choose a snowboarder. Before confirming your selection, press the D-Pad up or down to specify whether your boarder has a "REGULAR" (left foot forward, body facing right) or "GOOFY" (right foot forward, body facing left) stance. Press Button A or C to select your rider.

When the course first appears, the following information appears on screen:

- The course location (and the current time there if TIME PROG. ON has been selected in Options).
- The BEST TIME achieved on the course so far.
- The course TARGET TIME.

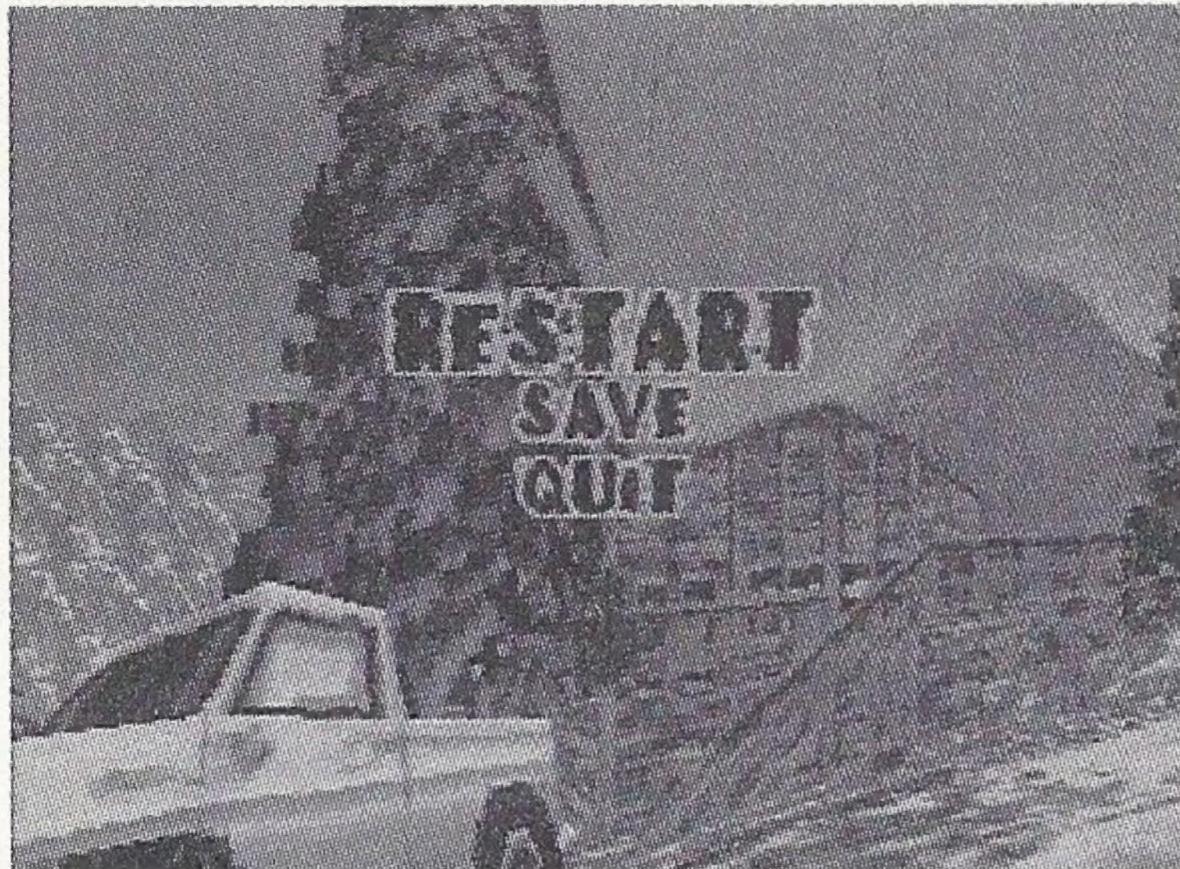
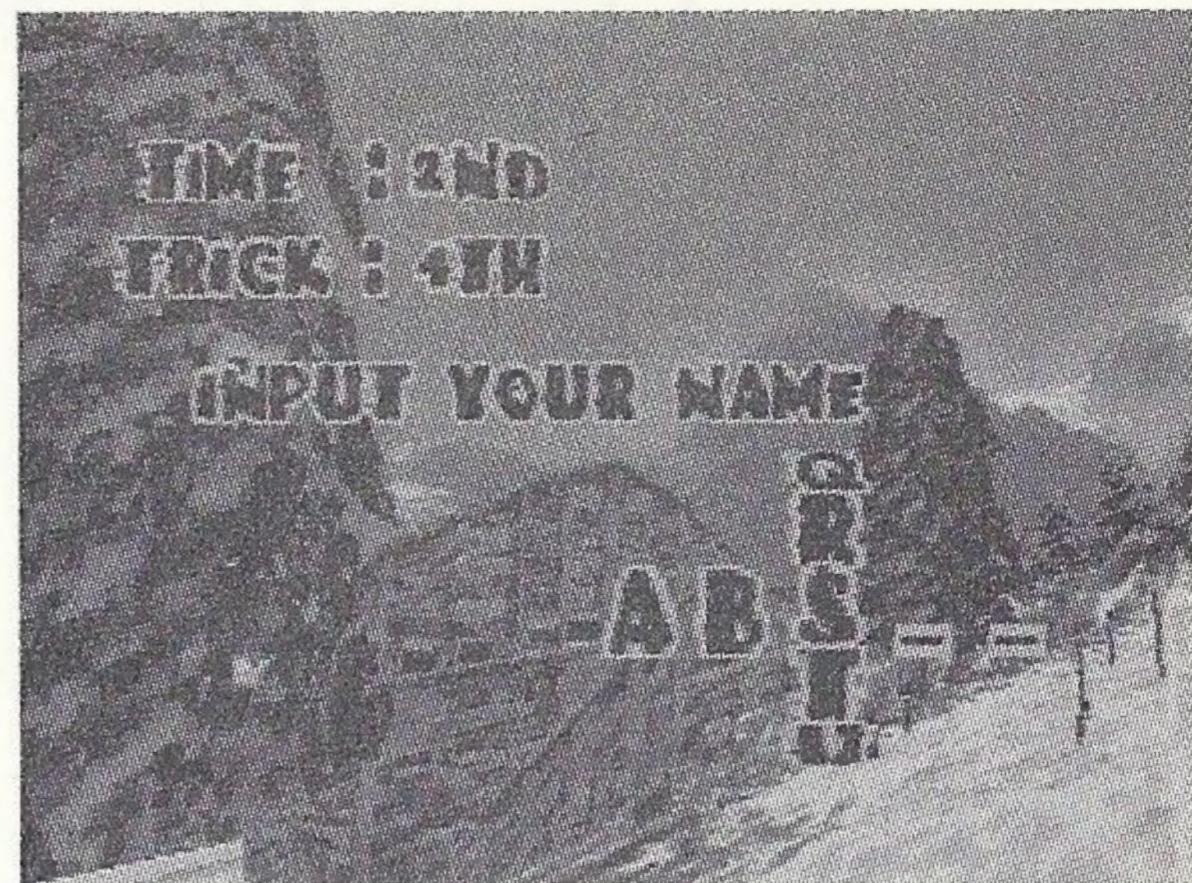
If you take longer than this, you haven't cleared the course quickly enough and cannot replay or save the run.

- The BGM (background music) for the run - select a different track by pressing the D-Pad left or right.



Rock and Roll!

If you manage to clear the course with one of the top five speeds/point scores, you get to enter your name for friends, family and future civilizations to marvel at.

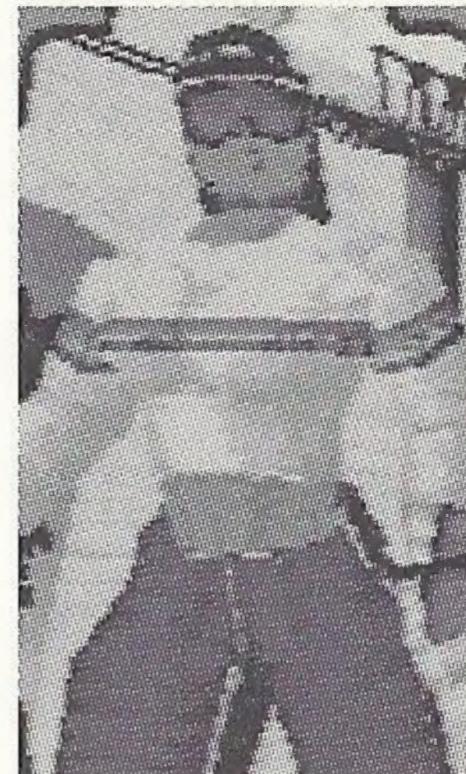


Finally, a menu appears from which you can choose RESTART to try the current course again, SAVE your run to system or cartridge memory (see page 12) or QUIT to return to the Title Screen.

Meet The Team

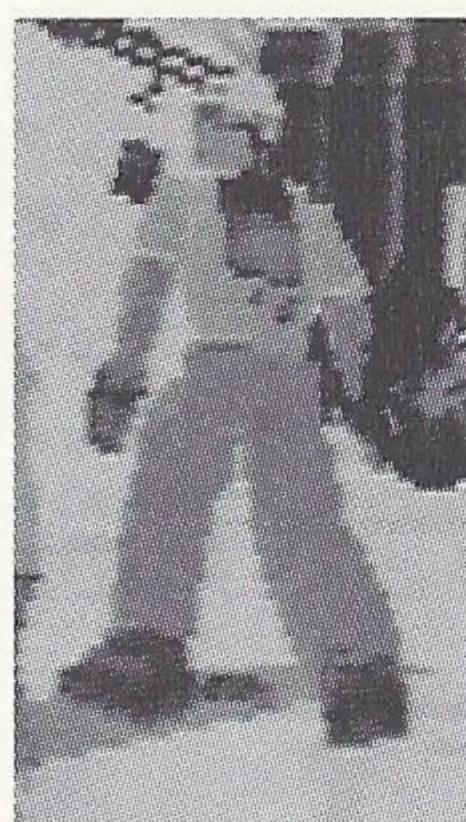
Sabine

Sabine's very much at home in the mountains having attended finishing school in Switzerland. But don't let her gentle manner fool you, she knows how to handle the toughest snowboard terrain.



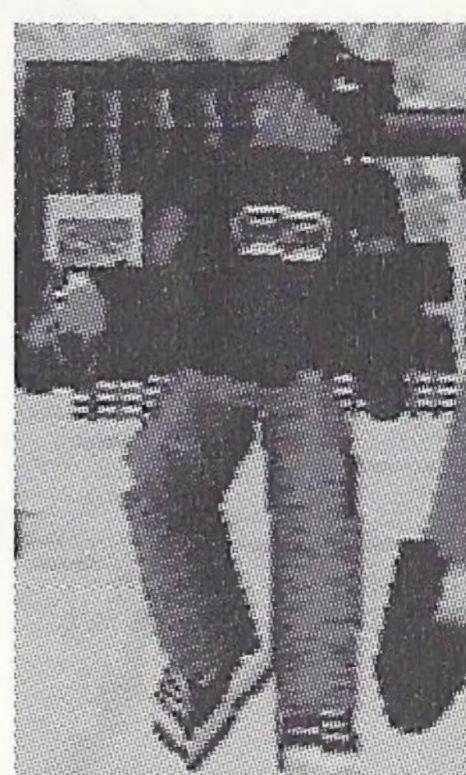
Antonio

Tony's Italian hometown is famous for producing world class skiers. Tony has talent alright, but he also has a flair for going against the grain, and so it's snowboarding that has become his passion.



Chris

Being a top freestyle pro has its benefits. Like being paid by sponsors to try out the latest gear at the coolest resorts in the world. Chris, we envy you.



Matt

Until a couple of years ago, Matt spent most of his time in the 'dojo' practicing his *aikido* technique. These days, he spends his winters on a board, learning from nature.



Tricks

By pulling off some footwork in midair you can earn yourself some Trick Points, not to mention respect from your peers. Try a combination of moves after takeoff to really rack up the points.



Each boarder has a set of favorite tricks. See the table below:

BOARDER	SABINE	ANTONIO	CHRIS	MATT
D-PAD DIRECTION				
LEFT	INDY GRAB	INDY GRAB	INDY NOSEBONE	STIFFY
RIGHT	METHOD	METHOD	METHOD	METHOD
UP	TAIL GRAB	TAIL GRAB	TAIL NOSEBONE	TAIL GRAB
DOWN	MUTE GRAB	NOSE GRAB	NOSE GRAB	TWEAK

Screen Info

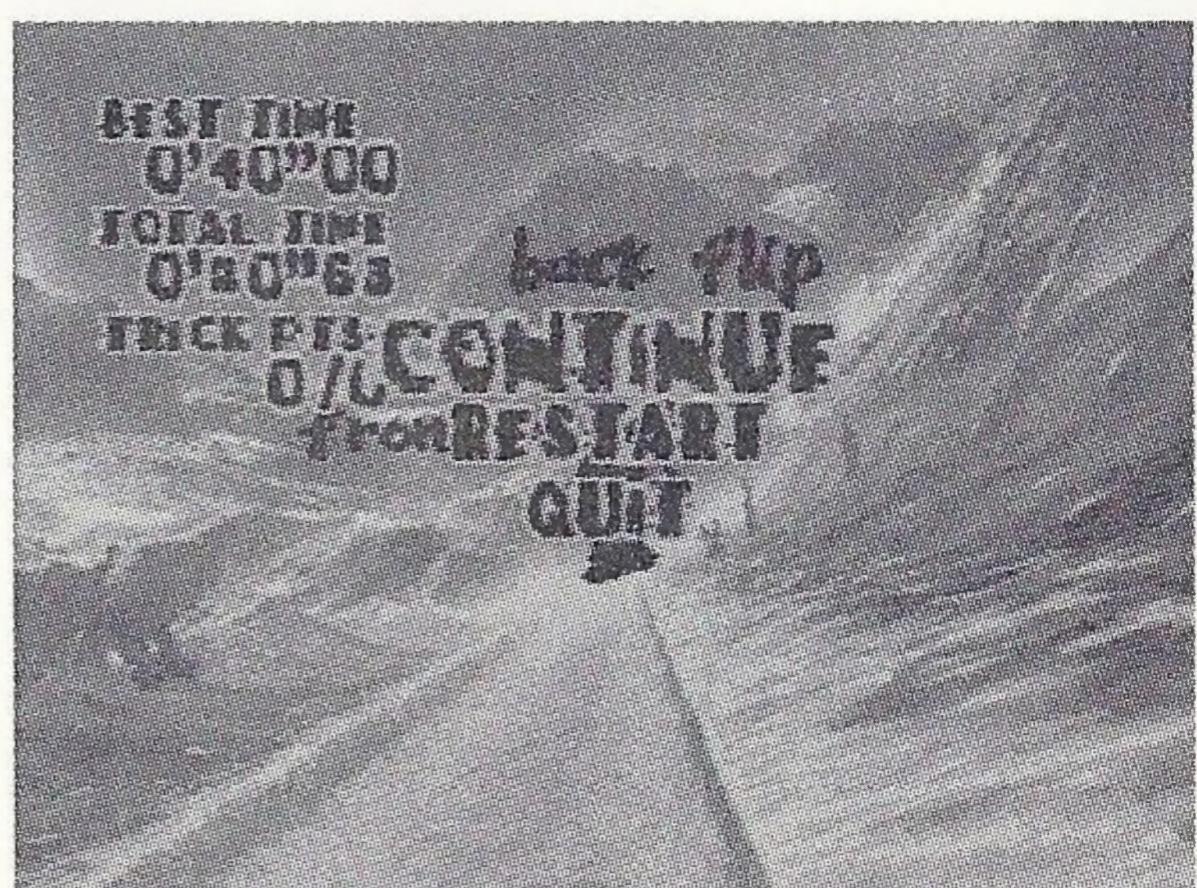
Regular Course



- Best Time:** The fastest time for completion of the course
- Total Time:** The time taken so far on this course
- Trick Points:** The number of points accumulated so far through tricks and (next to this) the number of tricks performed
- Trick Info:** The name of trick performed and its point value

Pause Menu

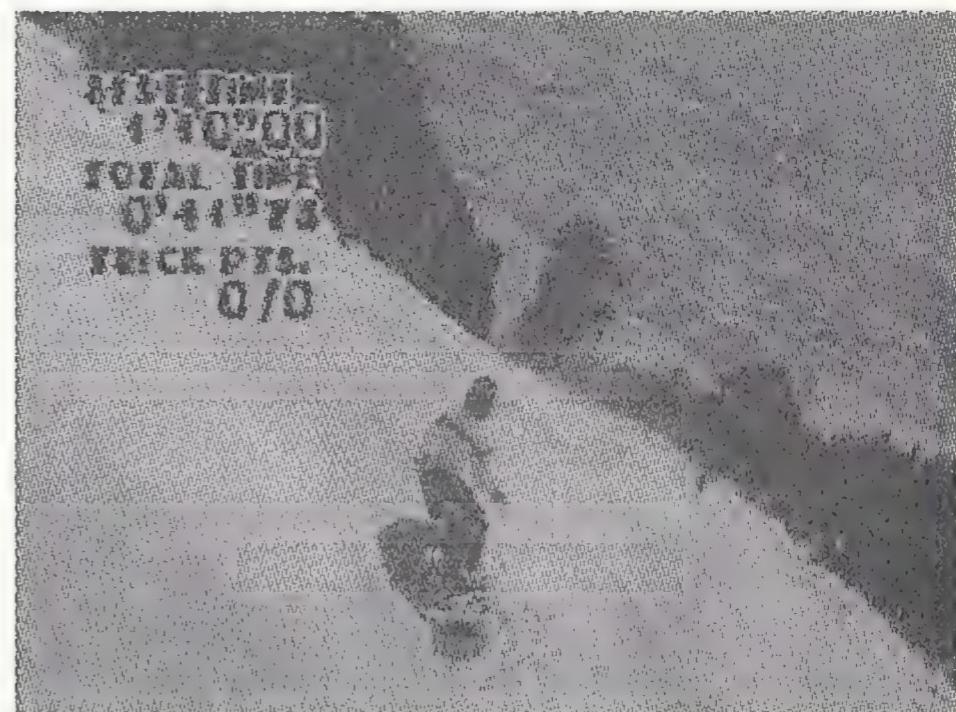
Press Start during a run to PAUSE the game. If you then press Button A or C, the pause menu will appear. Select CONTINUE to resume the current run, RESTART to start the same course from the beginning or QUIT to go to the Title Screen.



Course Guide

Extreme 00

Country: Russia
Target Time: 1'40"00



This short, wide course is a great beginners' training course. Whether you want to launch yourself into a frenzy of tricks, or just carve through some turns, this is the place. But don't get too cozy 'cause the rocks here are of the standard variety - dangerous.

Extreme 01

Country: U.S.A.
Target Time: 2'20"00

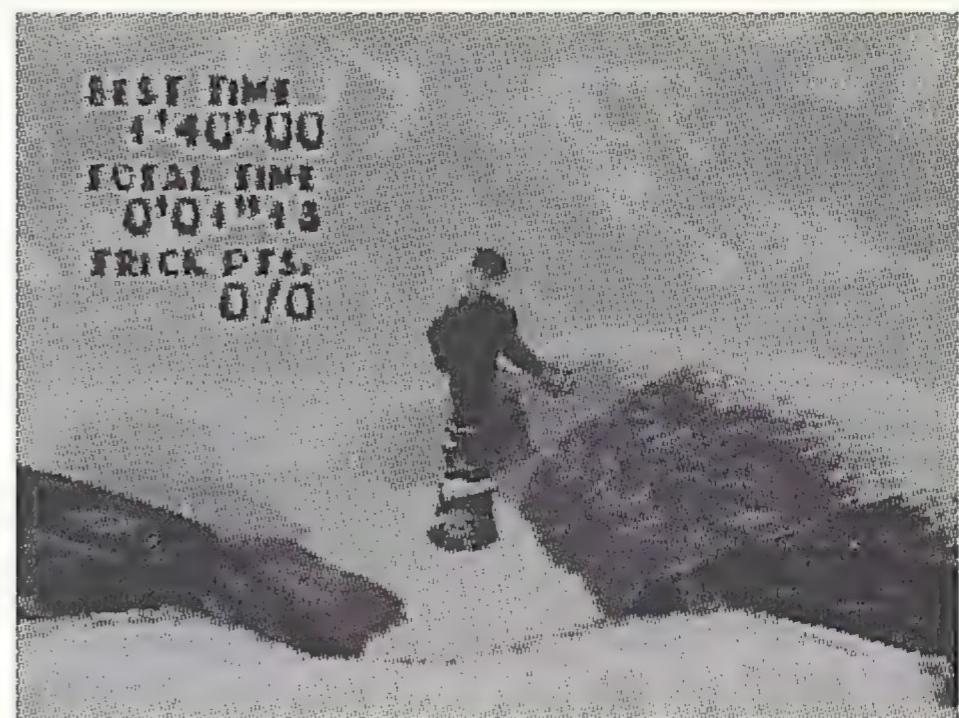


After your jump from the helicopter, you end up flying down the face of a dam under construction. If you want to stay in one piece, you've got to negotiate sharp turns and very solid trees.

Extreme 02

Country: Japan

Target Time: 2'20"00

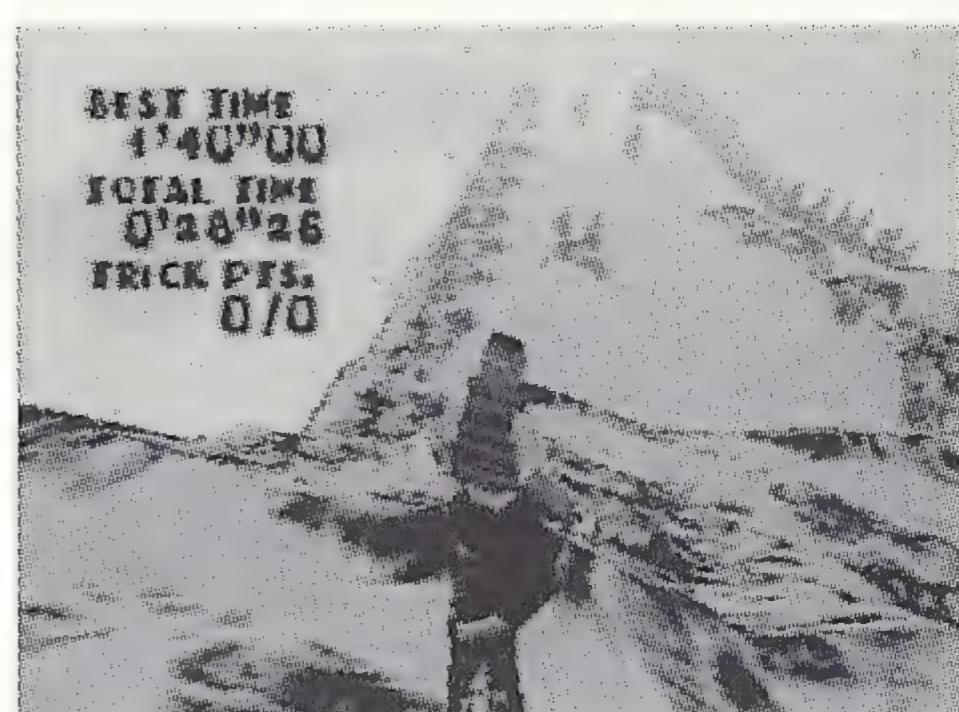


Launching yourself off the edge of a cliff, you land on a glacial ice floe. Just follow the curves of the course and you'll be fine. Further down the course you encounter a rural farm – try not to trash the place! There's ample opportunity for jumps, so if your timing's right, you can rack up some points.

Extreme 03

Country: Italy

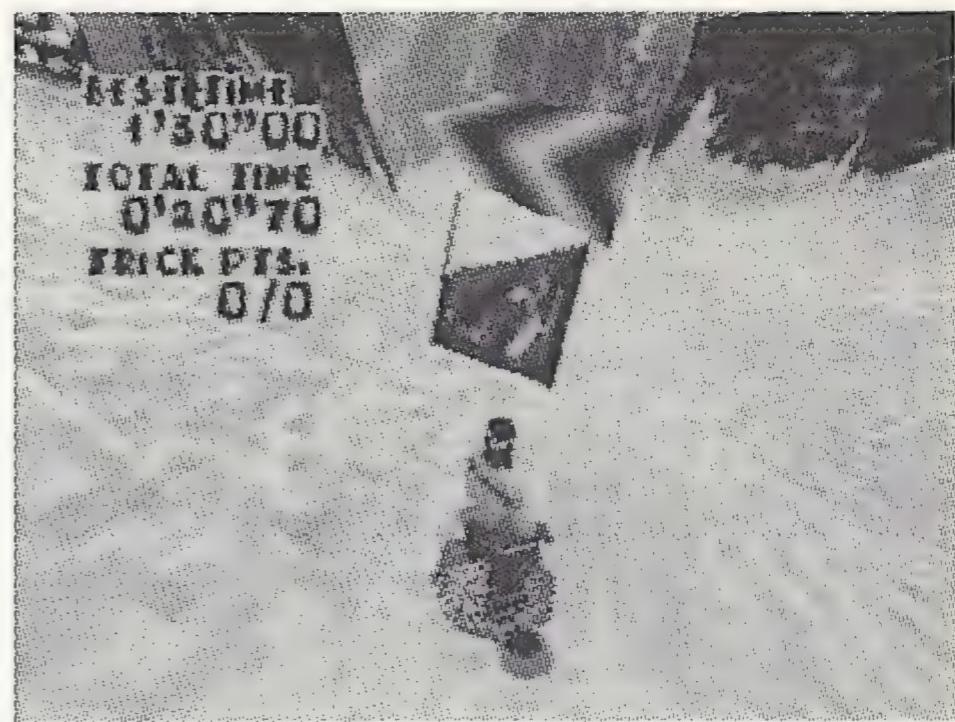
Target Time: 2'20"00



It's rare for anyone to survive this course without suffering severe injury or mental trauma. This is a place where nature really comes alive: the rocks are out to get you and the trees are lying in wait. Some riders, it is said, are never seen again.....

Alpine Course

Country: Japan (Naeba)
Target Time: 2'00"00

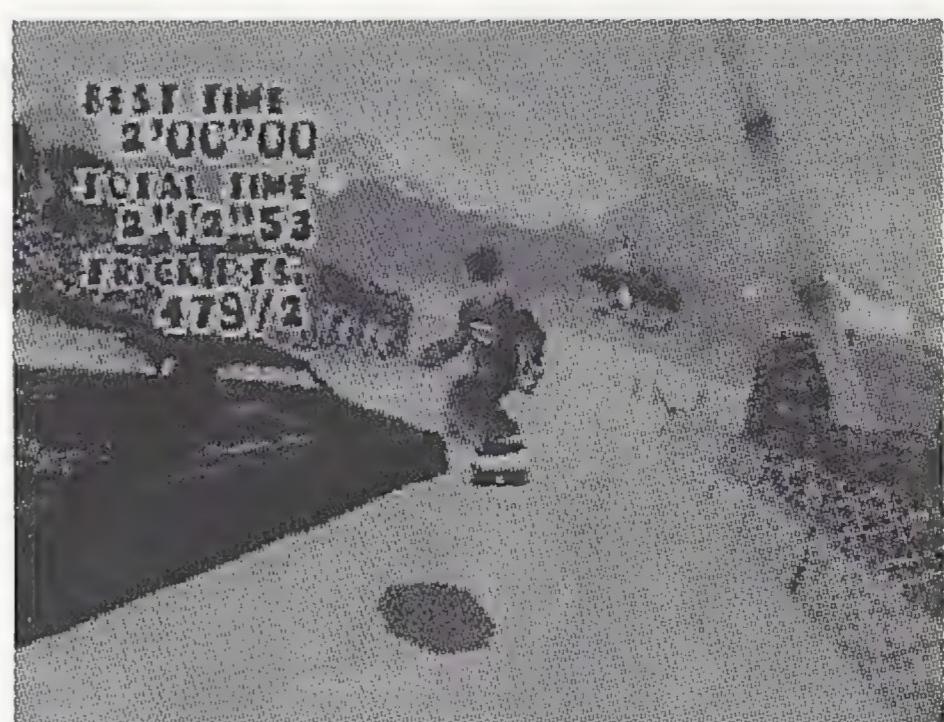


Pay attention to the arrows!

The Alpine Course is a speed course. Try to get down in the fastest time possible. There are slalom gates on the course for you to negotiate. Make sure you keep to the side indicated by the arrow. For each gate missed, one second is added to your Total Time.

Snow Board Park

Country: New Zealand
Target Time: 2'20"00



This long course is the ultimate jibbers' playground. It ain't easy, but with a lot of practice this course gives you the opportunity to pull some really crazy stunts. Your parents may not approve.

Half Pipe

Country: Canada
Target Time: 1'20"00



Time to catch some air. Get as many Trick Points as possible on this, the ultimate test of cool.

Saving Data

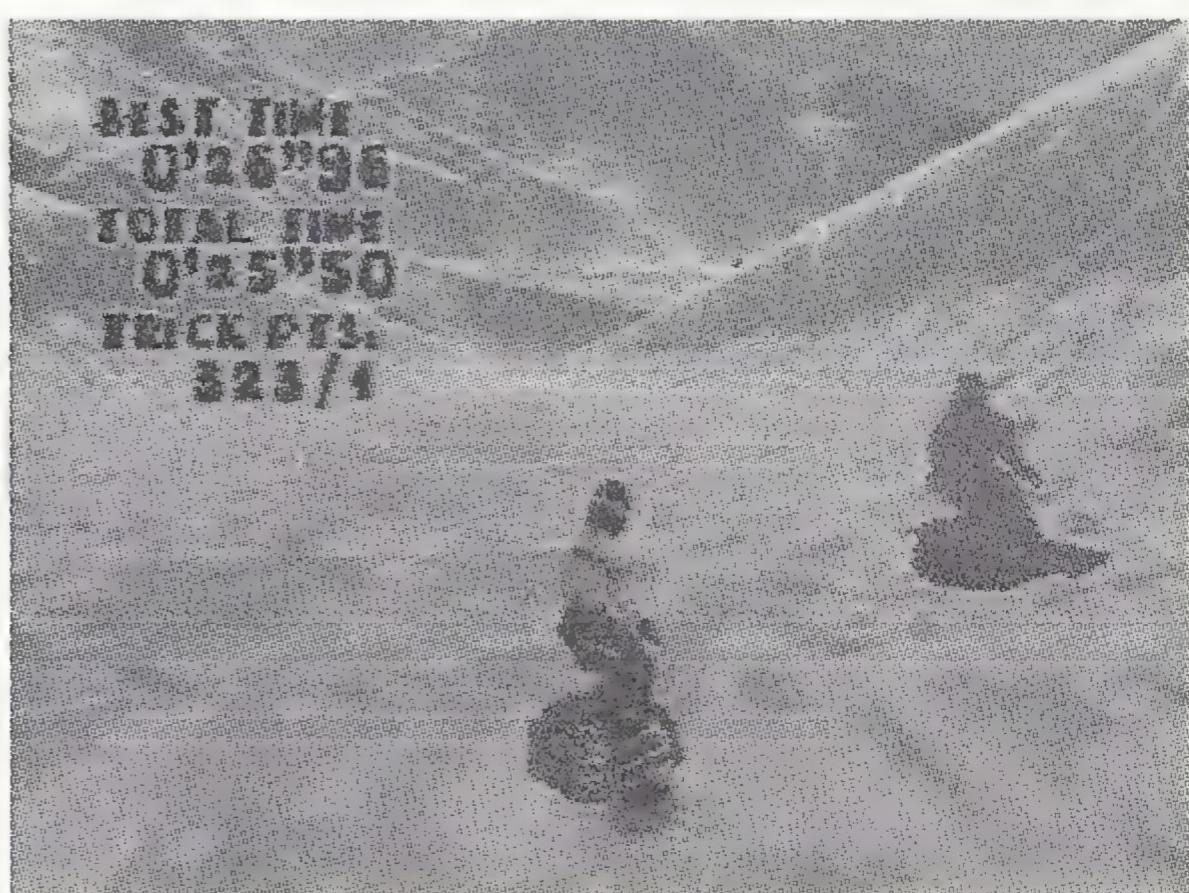
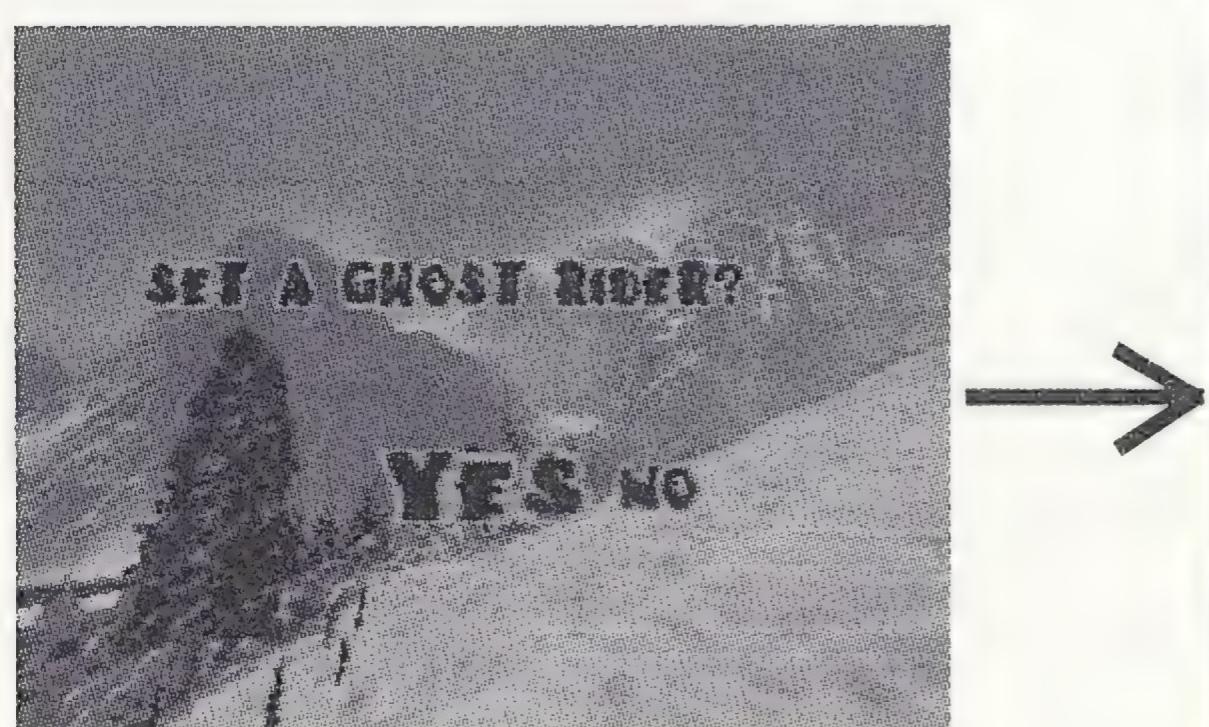
After completing a run, a replay starts automatically. Press Button A, B, C or Start to bring up a menu which allows you to RESTART the course, SAVE the run just completed (see below), or QUIT the present course.



If you choose to save the data from the run just completed, you are given the choice of saving the data to SYSTEM RAM or to CARTRIDGE RAM (the Sega Saturn Backup™ RAM cartridge - sold separately). Having chosen the storage medium, press the D-Pad up or down to highlight a memory slot and press Button A or C to save the data to that slot.

Ghost Rider

After saving data, you are given the option to "SET A GHOST RIDER?" If you choose YES, you can then RESTART the course together with a recorded image of your rider from the saved data.

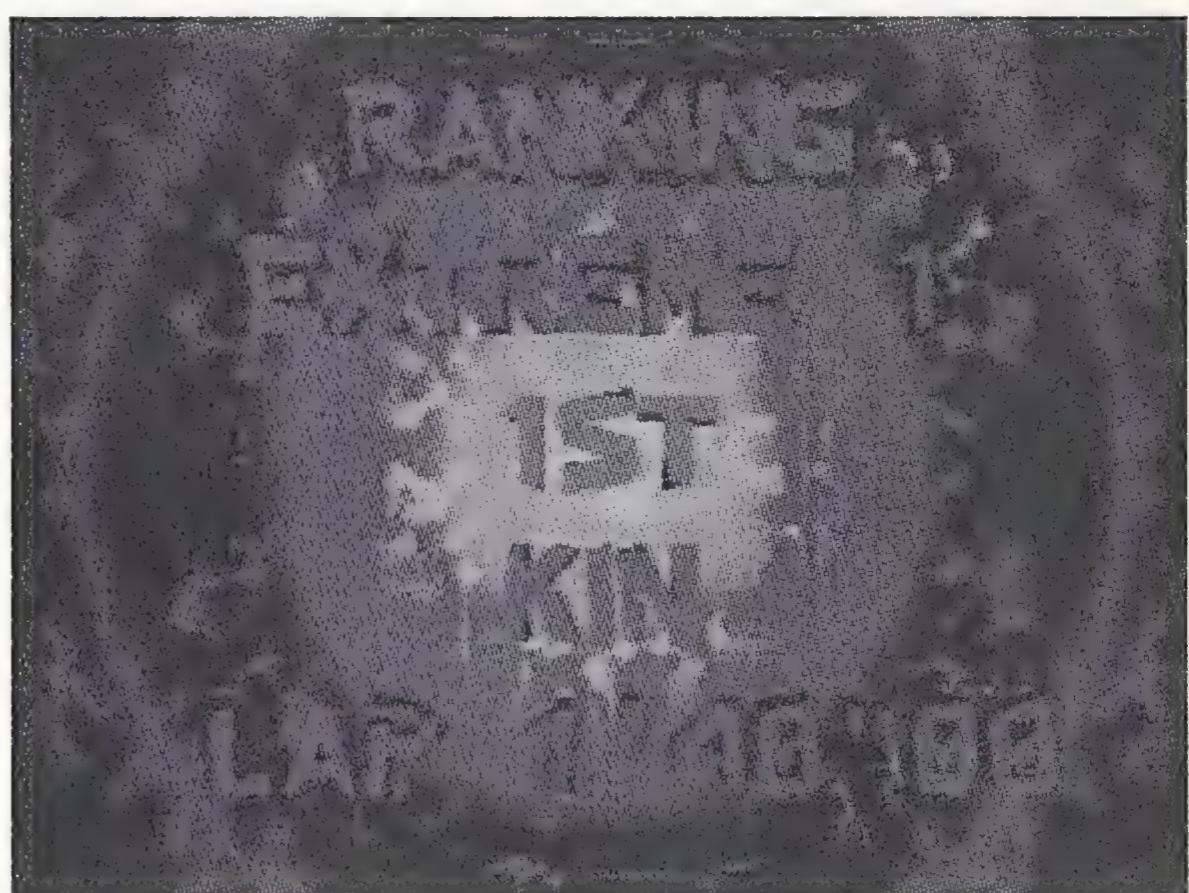


Options

Press the D-Pad up or down to bring up the following options. Press Button B from within each section to return to the Main Menu.

RANKING

Here you can see the top 5 runs on each course. Press the D-Pad left or right to see the rankings for another course. Press the D-Pad up or down to see the next ranking.



REPLAY



First select whether you wish to load data from SYSTEM RAM or CARTRIDGE RAM (Sega Saturn Backup RAM cartridge). Now select the data you wish to load.

Once the data has loaded you can REPLAY it, or you may wish to EDIT the replay (see next section). After changing the replay data, you can SAVE the data again.

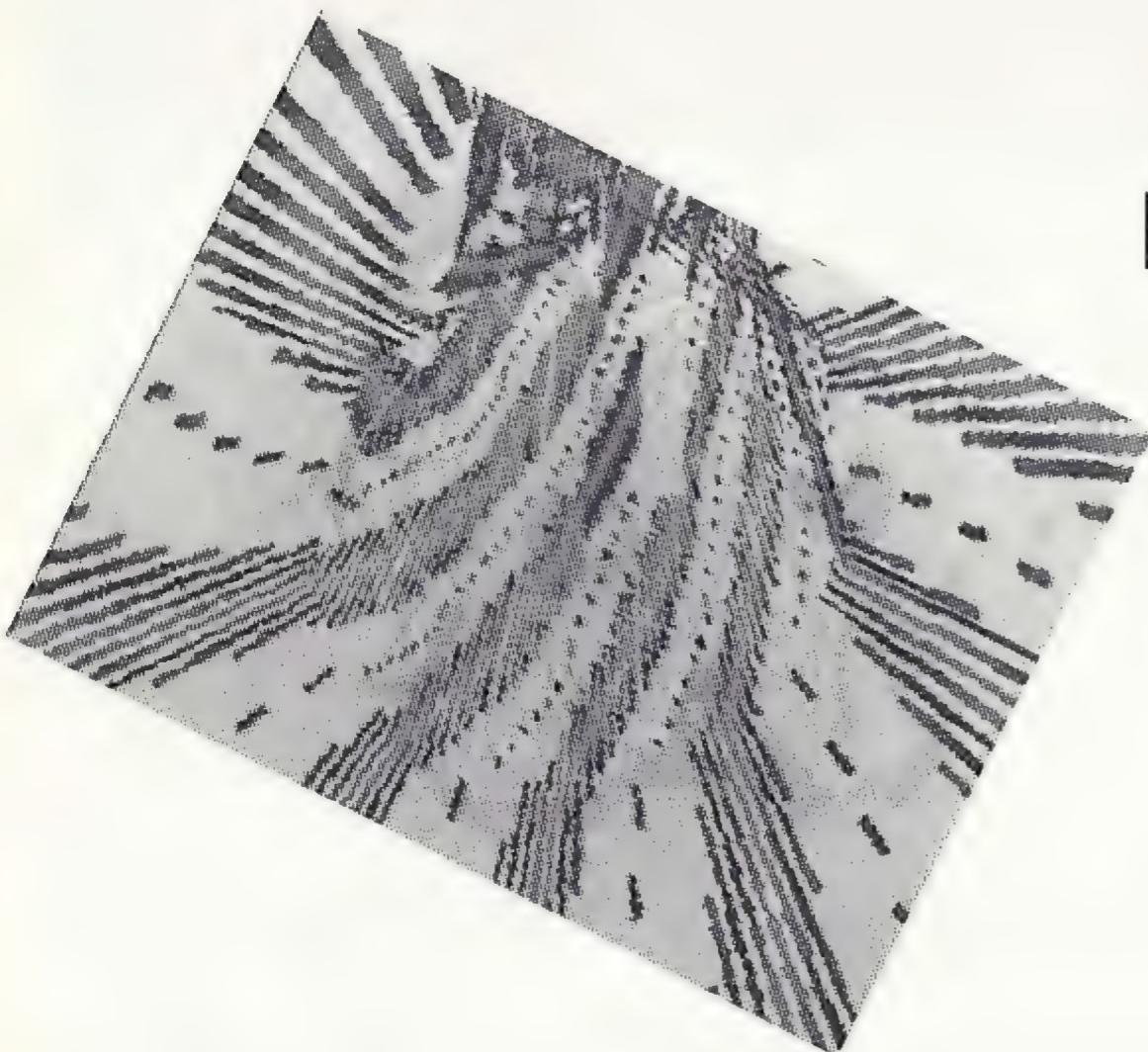


SOUND TEST

Here you can play the Steep Slope Sliders BGM tracks back to back all day and all night.



Highlight a SOUND (track) number by pressing the D-Pad left or right. Press A or C to play the track with the currently set trippy background EFFECT *providing onscreen Hypnotainment™*.



EFFECT: Select one of these spacewarp-phaseronstun backgrounds to help you tune in to the audio.

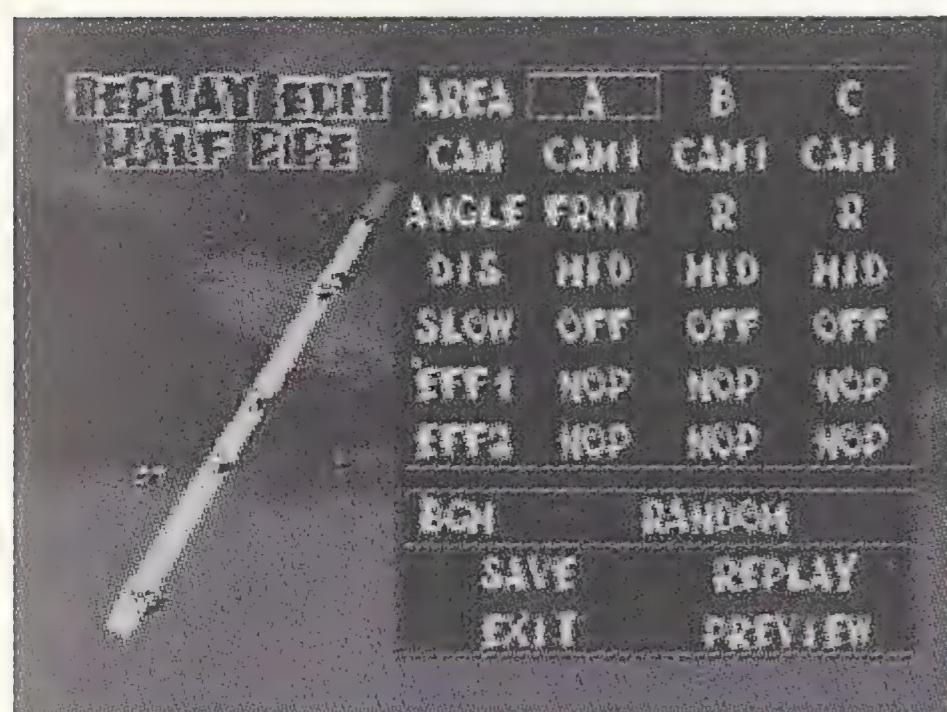
MONO: Select STEREO or MONO sound output.

TIME PROGRESS

With this option set to ON, the computer determines the time of day or night at each course location. Each course is rendered accordingly, so if it's late at night, the sky is dark. With this option OFF, all your boarding takes place during the day.

Edit

EDIT mode allows you to take the director's chair and turn a previously saved replay into a work of art.

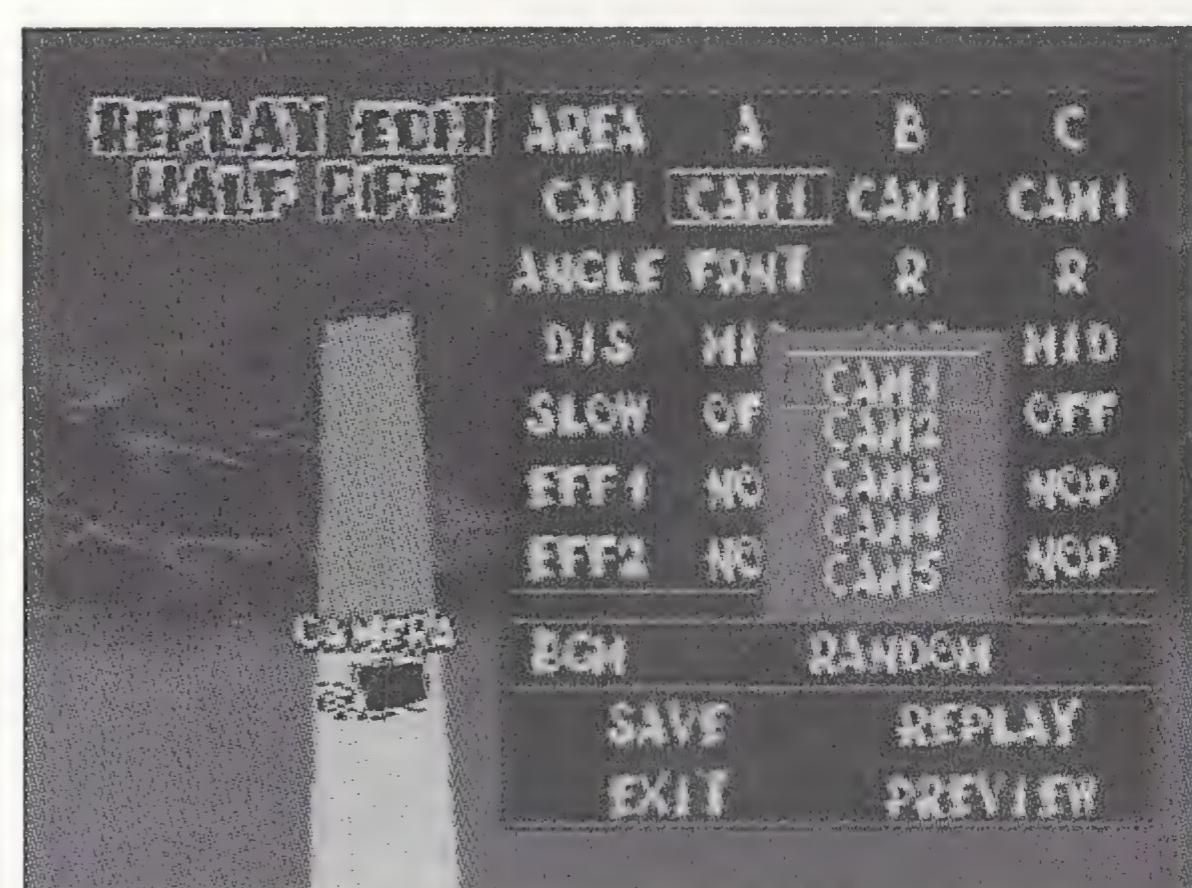


Press Button B to switch between the Top and Bottom Edit Panels.

Top Edit Panel

The letters at the head of each column correspond to a section of the course. When a letter is highlighted, the corresponding section of the course is highlighted in the diagram on the left side of the screen.

Press Button Z to PREVIEW from the currently highlighted section. Press Button Y to REPLAY the whole edited run.



Note: In sections where no tricks were performed, editing is not possible.

Course Diagram

This is a diagram of the course. The currently selected area is highlighted in red. The camera positioning at each section is also indicated.



Edit Mode Features

1. Replay edit zone

This is the currently selected section of the course that you can edit.

2. CAM

This function allows you to position the camera in one of five positions at each section of the course. Camera positioning is indicated on course diagram on the left side of the screen.

3. ANGLE

- | | |
|------|--|
| R | The camera is to the right |
| RF1 | The camera is to the front right |
| RF2 | Slightly higher position than RF1 |
| FRNT | The camera is in front |
| RR | The camera is to the rear right |
| LF | The camera is to the left |
| TOP | The camera is above |
| TL | Camera moves from the side to the rear |

4. DIS

Here you control the distance between camera and subject

5. SLOW

- | | |
|-----|-----------------------------|
| ON | Trick shown in slow motion |
| OFF | Trick shown at normal speed |

6. EFF1

Add a special effect to the shot

- | | |
|------|--|
| NOP | No special effect |
| RPT1 | The shot is repeated 3 times |
| RPT2 | The shot is repeated 4 times |
| RPT3 | The shot is repeated 5 times |
| RZM1 | The trick is shown 3 times, each shot being closer than the last |
| RZM2 | The trick is shown 4 times, each shot being closer than the last |
| RZM3 | The trick is shown 5 times, each shot being closer than the last |
| RCT1 | The shot begins from the front, then moves round to end up with a rear view. The shot is repeated 3 times. |
| RCT2 | The shot is repeated 4 times alternating between close and distant front and side shots |
| RCT3 | The shot is repeated 5 times alternating between close and distant front and side shots |
| CUT1 | A series of 4 short cuts |
| CUT2 | A series of 5 short cuts |
| CUT3 | A series of 6 short cuts |

ROL1 The camera rotates 360 degrees clockwise

ROL2 The camera rotates 360 degrees
counterclockwise

ROL3 The camera rotates 360 degrees
counterclockwise twice

ROL4 The camera rotates 360 degrees clockwise
twice

7. EFF2

This function allows you to add a second special effect to a particular section of the replay.

NOP No special effect

COL1 The trick is seen through a red filter

COL2 The trick is seen through a blue filter

COL3 The trick is seen through a yellow filter

COL4 The trick is seen through a green filter

COL5 The trick is seen through a sepia filter

FLS1 Strobe flash 1

FLS2 Strobe flash 2

FLS3 Strobe flash 3

FLS4 Strobe flash 4

Bottom Edit Panel

Press the D-Pad to select an option.



- Highlight the current BGM (background music track) and press the D-Pad to change it.
- Select REPLAY to replay the whole run as currently edited.
- Select PREVIEW to replay the run from the currently highlighted section of the course.
- Select SAVE to save the data.
- Select EXIT to go to the REPLAY Menu.

Steep Slope Sliders Credits

Sega of America, Inc.

Producer:

David Perkinson

Manual:

Abbass Hussain

Brand Manager:

Brad Hogan

Special Thanks:

John Amirkhan

Pete Brown

Sandy Castagnola

Jadelyn Chang

Angela Edwards

Jin Shimazaki

Takahiro Fukada

Sheri Hockaday

Mark Lindstrom

Dermot Lyons

Judie Nybo

Andrew Stein

Bernie Stolar

Mark Subotnick

Shuji Utsumi

The Seedy Crew

Chuck McLaren - Sims

Sports, Inc.

Scott Rouse - Sims Sports Inc.

Tom Sims - Sims Sports Inc.

Ken Block, Damon Way,

Pam Zamoscianyk - Circus

Distribution Inc. (Distributors

of Droors, Dub and DC

Shoes)

Lead Tester:

Amy Albertson

Asst. Lead Tester:

Karen Brown

Testers:

Lorne "Buddy" Asuncion

Joseph Damon

Rod Hong

Monica Kresse

Dennis Lee

Dave Paniagua

Mark Paniagua

Polly Villatuya

LIMITED WARRANTY

Sega of America Inc., warrants to the original consumer purchaser that the Sega Saturn CD-ROM shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective CD-ROM or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, improper handling, modification, tampering or any other causes not related to defective material or workmanship.

WARRANTY REPAIRS

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342

Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

OUR OF WARRANTY REPAIRS AND REPAIRS AFTER EXPIRATION OF WARRANTY

After termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of replacement. If you elect to have your CD-ROM replaced, send a check or money order payable to Sega of America Inc., for the amount of the cost of the product provided to you by the technician.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provided you with specific legal rights. You may have other rights which vary from state to state.

For service needs, call Sega at:

1-800-USA-SEGA

For French instructions, please call

Instructions en français, téléphoner au: **1-800-872-7342**

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



"Sega is committed to helping prepare the next generation for the world they will create. Since 1992, the Sega Foundation has invested more than \$7.7 million to ensure access to quality education and health for American youth."



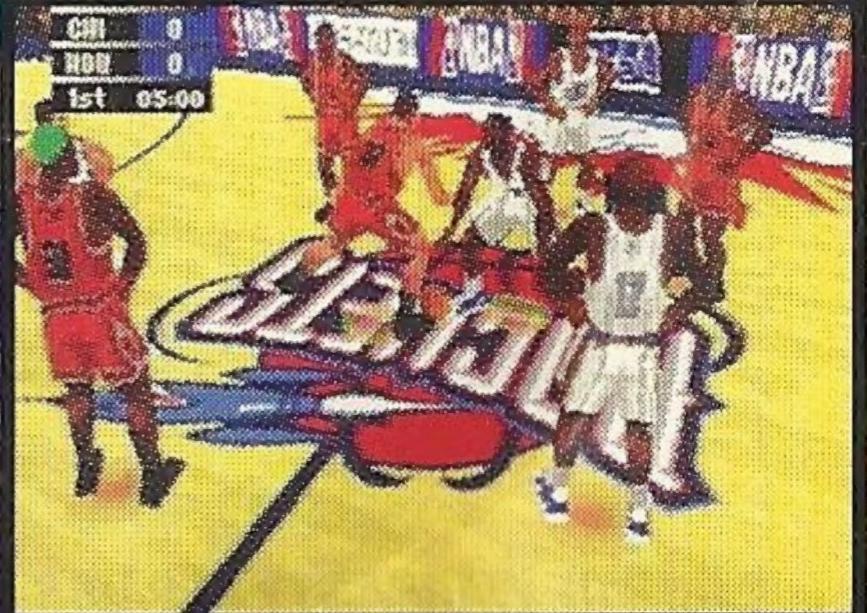
NBA

action

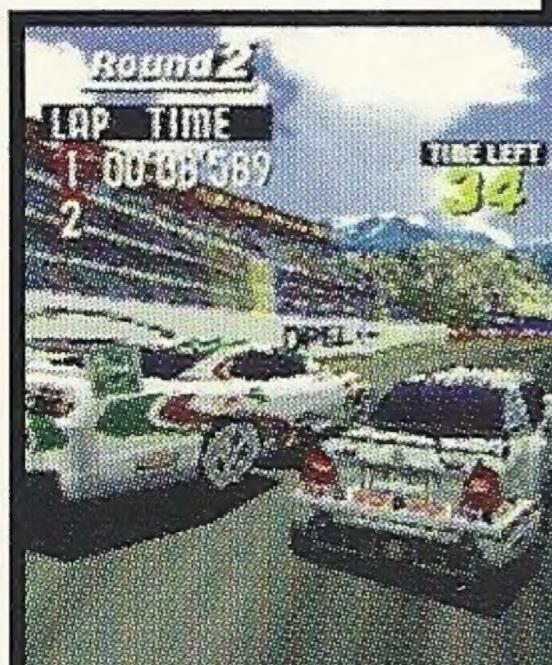
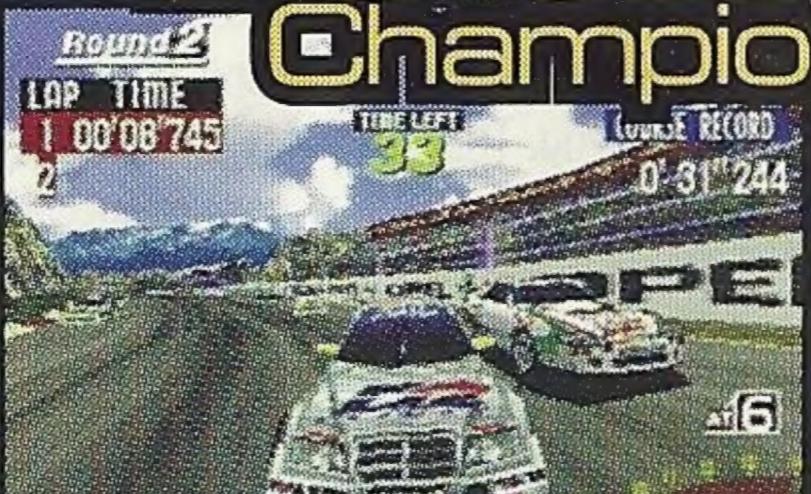
98

The Total NBA Program

SEGATM SPORTS



SEGATM TouringCar Championship



The Pinnacle
of Touring
Car Racing!

Sega and Saturn are registered in the U.S. Patent and Trademark office. Sega Sports, Steep Slope Sliders and Sega Touring Car Championship are trademarks of SEGA. "NBA Action", the NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1997 NBA Properties, Inc. All rights reserved. © 1997 SEGA, P.O. Box 8097, Redwood City, CA 94063.

Made and printed in the USA. All rights reserved.